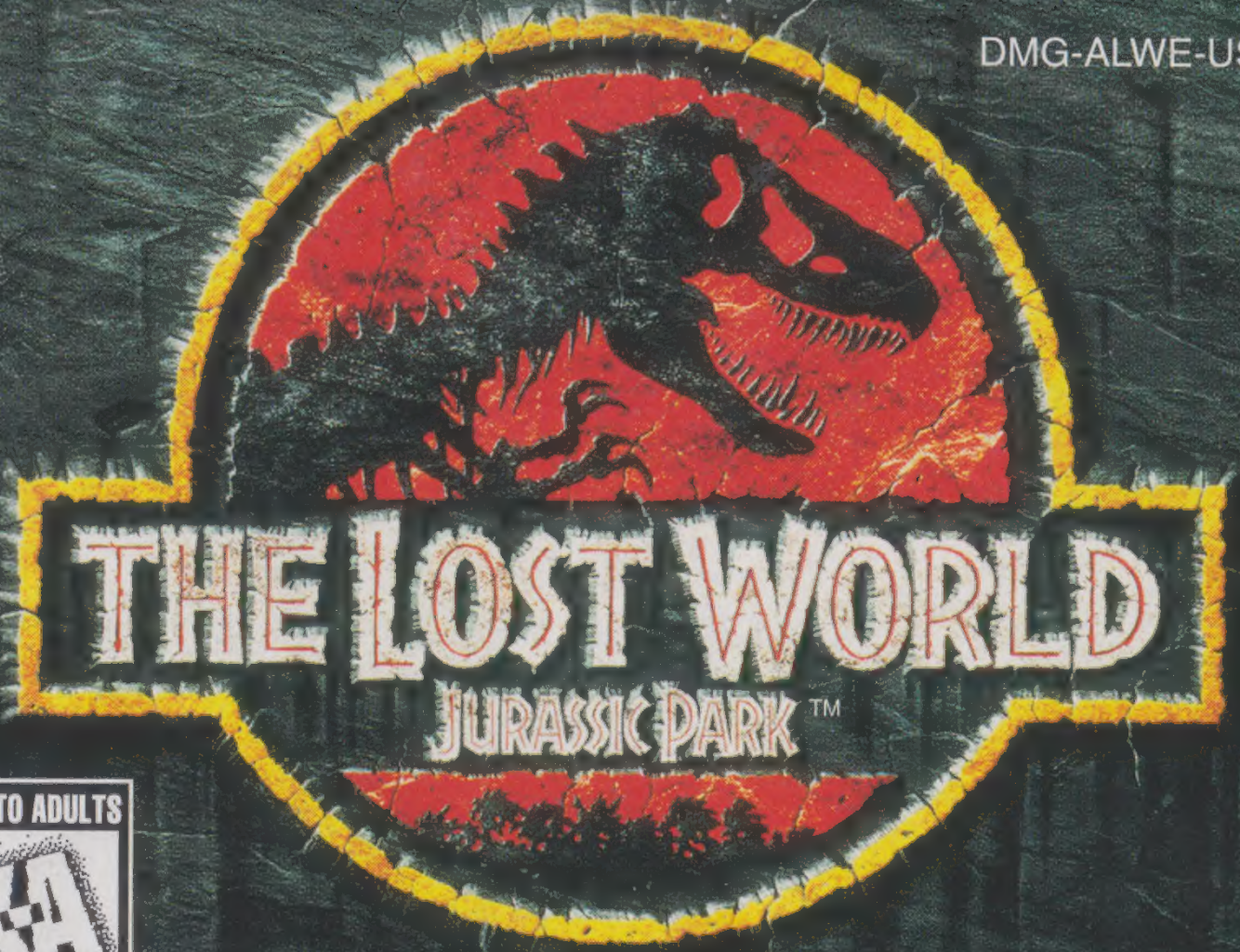
Nintendo

GAME BOY®

DMG-ALWE-USA



THE LOST WORLD

JURASSIC PARK™

KIDS TO ADULTS

TM

K-A

CONTENT RATED BY ESRB

INSTRUCTION BOOKLET

THQ INC.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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CAUTION

VELOCIRAPTOR TERRITORY

INSEN OPERATIONS/ZONE 4

SITE B

CONFIDENTIAL

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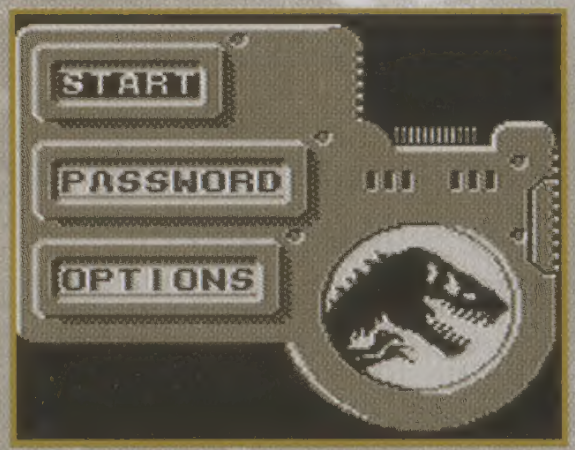
GETTING STARTED

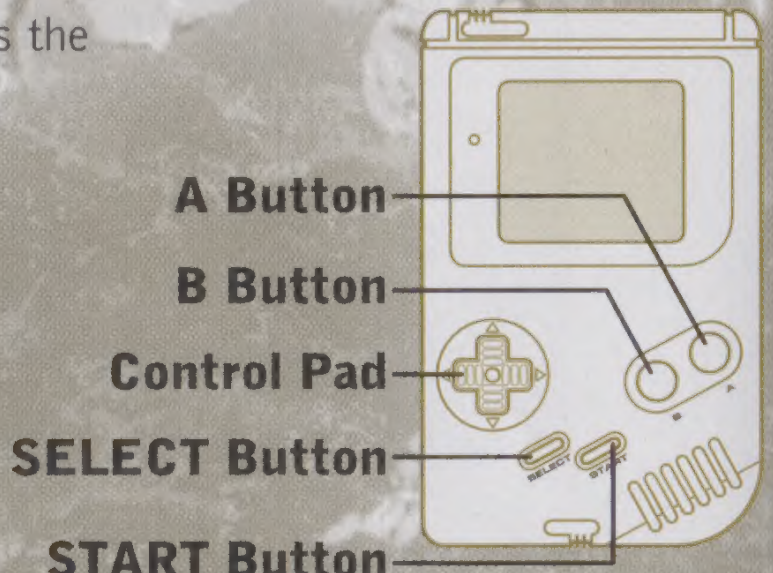
1. Turn OFF the power switch on your Nintendo Game Boy. Never insert or remove a Game Pak when the power is on.

2. Insert your **The Lost World: Jurassic Park** Game Pak into the slot on the back of the Game Boy. To lock the Game Pak in place, press firmly.

3. Turn ON the power switch. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)

4. At the Main Menu Screen, press the Start Button to begin a game.





INGEN PRODUCTION 12/16/00
DNA TAG AND RELEASE
SPECIES NUMBER TRI-GAAT GA212629 HERBIVORE T-Rex GUS & AMBER
TRICERATOPS THREE HORNED - WARM BLOODED - AGITATED EASILY FAIRLY AGGRESSIVE

CONTROLS

In The Lost World: Jurassic Park, you must navigate through jungles, caves and buildings, always on the lookout for ravenous prehistoric creatures.

Control Pad

Up	Enter doors. Summon elevators when in front of elevator switch. Pull your character up when hanging from a ledge.
Down	Crouch. Down + Left/Right to crawl.
Right	Move Right. Press again while walking to run.
Left	Move Left. Press again while walking to run.
A Button	Jump - press Left/Right to direct jump in air. Select menu options.
B Button	Attack with selected weapon. Press to draw weapon, release to fire. Hold down to throw grenades farther. Press while walking to run.
START Button	Pause/unpause game.
SELECT Button	Scroll through available weapons.
A+B+START+SELECT	Reset game.

4-5

INGEN OPERATIONS/ZONE 4

DANGER

SOMETHING LIVES

On Isla Sorna, an island off the coast of Costa Rica, something has survived...

Long after Ingen has dismantled its laboratories and tried to destroy all evidence of its attempts to genetically restore a prehistoric Earth, all that is left of their efforts are a few scared men, an overgrown jungle base and a mystery as old as time itself...

And yet, rumors of dinosaur sightings abound and the government is attempting to stamp out any evidence of their existence. But the rediscovery of these creatures might yield vital information on extinction – information that may one day help mankind in its fight for survival. If the dinosaurs exist, they must be found and studied.

SOMETHING HAS SURVIVED

YOUR MISSION:

A research team has been dispatched to the Isla Sorna and has disappeared! A group of smugglers from a company called BioSyn have landed on the island with thoughts of capturing and exploiting whatever they find. It is believed their intention is to smuggle dinosaurs off the island and use them in hunting parks and for military research. You must infiltrate the island and stop the genetic terrorists of BioSyn from releasing the dinosaurs on an unsuspecting world.

SITE B

VELOCIRAPTOR

WARM BLOODED
HIGHLY AGGRESSIVE
HIGHLY INTELLIGENT

SPECIES NUMBER
RAP-GAAT
GA212629
CARNIVORE

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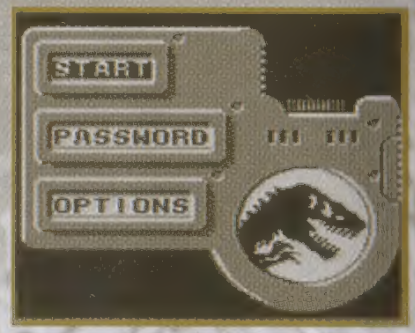
MAIN MENU SCREEN



Press the START Button at the title screen to reach the Main Menu Screen. You are presented three choices. Press Up/Down on the Control Pad to highlight an option, then press the A or START Button to select.

START If you have never ventured to the Island before, select START to begin a new game.

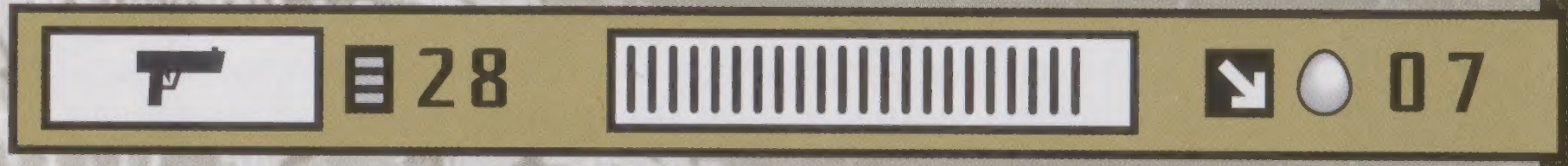
PASSWORD If you are continuing a game with a Password, select this to reach the Enter Code Screen. Press Up/Down on the Control Pad to change the alphabetic code dials; press Left/Right to highlight a new dial or to highlight the OK or CANCEL buttons. Press the A or START Button to select.

OPTIONS Select this to enter the Options Screen. Here you can change the game's audio controls. Press Up/Down on the Control Pad to highlight MUSIC or SOUND, then press the A or START Button to toggle the audio ON or OFF. Highlight the DONE option and press the A or START Button to return to the Main Menu Screen.

INGEN PRODUCTION 12/16/00
DNA TAG AND RELEASE
SPECIES NUMBER TRI-GAAT GA212629 HERBIVORE
TRICERATOPS
THREE HORNED - WARM BLOODED - AGITATED EASILY ILY AGGRESSIVE

SCREEN DISPLAY

RAP-GAAT
GA212629
CARNIVORE



A B C D E

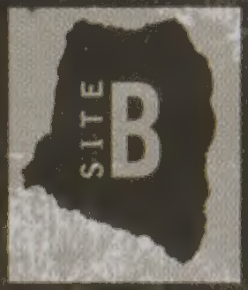
A) Currently selected weapon

B) Remaining ammunition

C) Health meter (health decreases as indicators disappear)

D) Arrow indicating direction of nearest objective

E) Number of objects remaining to be collected



THE LEVELS

LEVEL 1 Arriving on the Island

Objective: Recover 10 Compy eggs.

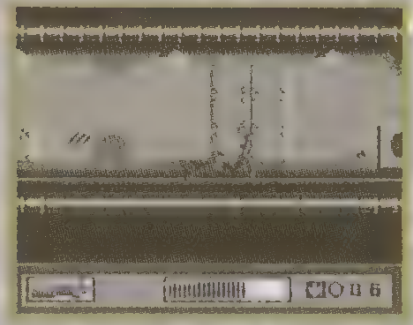
In this first mission you'll have to collect Compsognathus eggs while avoiding wildlife and BioSyn Team Members. Be careful as the compys aren't going to appreciate your attempts to steal their eggs, and will attack you on sight. Compys have hidden their eggs in various areas including caves, rock outcroppings and around some pretty nasty plantlife. Also be on the lookout for a renegade Stegosaurus, and beware of falling rocks that a large dinosaur will dislodge as he makes his way along the cliff-tops.

LEVEL 2 Exploring the Forest

Objective: Recover 10 Pterodactyl eggs.

You'll have to jump from limb to limb and from tree to tree to collect 10 Pterodactyl eggs before BioSyn employees can take them for sale on the black market. Pesky Pterodactyls will pick you up and carry you away to protect their eggs, so you'll have to learn the art of "duck and cover" if you expect to succeed in the treetops. At ground level, you will need to tread lightly as scorpions are plentiful in the forest.

LEVEL 3 The Laboratory



Objective: Recover 10 data disks.

Finding computer disks that contain the information necessary to recreate the dinosaurs will be difficult enough; having to dodge BioSyn security guards and a breeding population of Raptors makes this the most difficult mission yet. Be careful as you explore the labyrinth of corridors that make up the laboratory, because you'll never know what's around the next corner, up the next staircase or down the nearest elevator shaft.

LEVEL 4 Lost in the Sub Labs

Objective: Recover 10 Cryogenic DNA flasks.

Deep below the laboratory, you'll find subterranean labs where DNA samples are kept on ice. Collect ten DNA flasks to ship them safely back to the mainland. Be careful of wandering dinosaurs, and BioSyn team members attempting to extract information from the lab's facilities. While in the Sub Labs, you can move from one location to another by pressing Up on the Control Pad when in front of a door.

THE LEVELS

LEVEL 5 Underground Hazards

Objective: Recover 10 unidentified eggs.

Finding a newly discovered dinosaur species is always exciting... unless it's trying to make you extinct. Explore the caves of Isla Sorna, collecting the eggs of an unknown dinosaur species. Be careful, the underground caves contain pools of lava, thermal geysers and vicious bats. In water-filled areas, use the Control Pad to swim in all directions while using your Spear Gun for protection. Keep an eye on your health – if you stay under too long, you're sunk.

LEVEL 6 The Forest at Night

Objective: Recover 10 Pterodactyl eggs.

You'll need to swing into action high in the tree tops to accomplish this dangerous task. A nocturnal, bird-like dinosaur has nested in the treetops and you must collect as many eggs from this creature as you can find. Be aware that this species hunts at night and a Triceratops makes its home in the jungle forest.

LEVEL 7 Journey to the Jetty

Objective: Recover 10 eggs, reach the dock.

You've accomplished your mission and now must save your own skin. Make your way to the docking area of Isla Sorna, collecting dinosaur eggs on your way out. BioSyn knows that this is your only escape route, so they will be waiting for you. Underground caverns may be the only way to reach the shore.

LEVEL 8 Escape From the Island

Objective: Recover 10 stolen eggs.

It's sink or swim as you try to find a way off the island.

Use the underground waterways to navigate around the island without being detected by BioSyn – just watch out for their divers, as well as the deadly prehistoric eels that inhabit these waters. Collect dinosaur eggs BioSyn is trying to smuggle off the island while you look for a boat to take you to safety.

THE DINOSAURS

A number of different dinosaurs reside throughout Isla Sorna. You'll have to avoid some of the larger species as you try to prevent BioSyn from fulfilling their evil plan. All of the dinosaurs you will encounter are dangerous in some way.

TYRANNOSAURUS

These titanic carnivores are quick and can finish a human with a single bite. Tyrannosaurs are quite hearty and can take a large amount of damage before being felled. These eating machines cannot fit into smaller spaces and can be easily outsmarted.

VELOCIRAPTOR

Raptors are intelligent pack hunters. They are incredibly fast, and make spectacular leaps when attacking. While raptors are quite agile, making them difficult to hit with a gun, they can be taken down with a few shots.

THE DINOSAURS

COMPSOGNATHUS

These very small, aggressive carnivores suddenly burst out of underbrush or drop from high trees to attack their prey. Though fast, they are fragile, and it only takes one hit to eliminate these creatures. Compys are low to the ground so you may have to duck and attack to be effective against them.

TRICERATOPS

Completely immune to frontal assault, the Triceratops attacks by charging directly at its enemies. Being run over by a Triceratops means instant death. Luckily these creatures are fairly quiet unless attacked or provoked by loud noises.

STEGOSAURUS

An extremely docile, simple-minded creature, Stegosaurus will swing its tail like a wrecking ball when annoyed. A Stegosaurus will remain relatively placid unless enraged by grenades, attacked by guns or stampeded into a frenzy.

THE DINOSAURS

HADROSAUR

A duck-billed herbivore that is rather small, slow and appears in various places throughout Isla Sorna. They are mostly harmless if left to themselves.

PTERODACTYL

These flying carnivores attack in packs. They will swoop in fast, carrying their victims away, often cutting flesh with their razor-sharp jaws. Pterodactyls live in nests and tend to swarm out and attack when disturbed.

OTHER ENEMIES

BIOSYN TEAM MEMBERS

BioSyn employees fall into two types: those who carry rifles and divers who use harpoon guns.

BIOSYN SECURITY MEN

These highly-trained security men wear armor and are armed with shotguns and grenades.

DODGSON

A formidable enemy, The head of BioSyn corporation is armed with a pistol and grenades.

SPORE PLANTS

Spore Plants spread deadly spores around themselves when approached. Jump over or run past these plants to avoid damage.

LAGOOSH

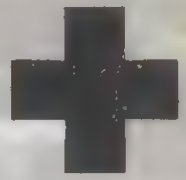
A sloth-like creature that protects itself by spitting acid at its enemies.

STEAMPIPES

Steam is the primary power source for the island's machinery, and steam pipes are used to dissipate the heat generated by the island's unique thermal facilities. Touching a powerful spray of scalding steam can cause serious burns.

ITEMS

Throughout Isla Sorna, various items can be used to continue your quest to stop BioSyn from fulfilling their dastardly plan. You begin your adventure equipped with only a pistol and grenade launcher. Your fists can serve as a last-ditch weapon when you've run out of ammo, or can be used to open crates. Medi-Paks and ammo can be found inside BioSyn packing crates, which can be broken open by attacking them.



MEDI-PAKS

These first-aid kits will heal a player's damage. Large hearts restore health completely, while smaller Medi-Paks restore partial health.

AMMO

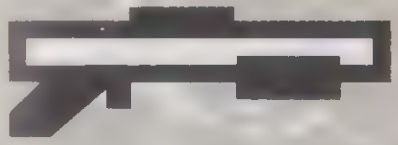
Spare ammunition clips and grenades can be found to replenish your weapons.

PISTOL

This small-caliber weapon is best used for short-range attacks. It fires slowly, so it may not be effective against quick-footed enemies.

GRENADE LAUNCHER

Grenades are considered "Area Effect" weapons that damage everything they hit as well as everything in the immediate area. There is a two-second delay between the moment the grenade is fired and detonation. Grenades are always fired in the direction the player is facing. The longer the B Button is held down, the farther the grenade will be launched. Grenades bounce and ricochet off walls, door frames and the ground.

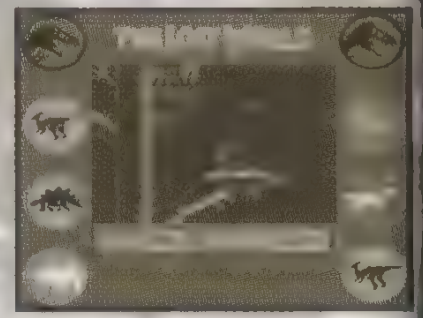


SPEAR GUN

When underwater, you will automatically be equipped with a spear gun.

USING YOUR SUPER GAME BOY ADAPTER

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.



For further operation information, please consult your Super Game Boy and Super NES instruction booklets.

Game play on the Super NES using the Super Game Boy adapter. Both sold separately.

This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction booklet.

SITE B

24-25

NOTES

INGEN PRODUCTION 12/16/00

TAG AND RELEASE

TRICERATOPS
THREE HORNED - WARM BLOODED - AGITATED EASILY FAIRLY AGGRESSIVE

SPECIES NUMBER
TRI-GAAT
GA212629
HERBIVORE
T-R & G-VES & AMELIN

LIMITED WARRANTY

THQ Inc. warrants to the original consumer purchaser that this Game Pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ Inc. will repair or replace the Game Pak, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.
2. Notify the THQ Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 225-5167. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the THQ Inc. service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game Pak, and return your Game Pak freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ Inc. Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the Game Pak develops a problem after the 90 day warranty period, you may contact the THQ Inc. Consumer Service Department at the phone number noted. If the THQ Inc. service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Game Pak. Send the defective Game Pak, along with $10.00 freight prepaid to THQ Inc. THQ Inc. will, at its option subject to the conditions above, repair the Game Pak or replace it with a new or repaired Game Pak. If replacement Game Paks are not available, the defective Game Pak will be returned and the $10.00 payment refunded.

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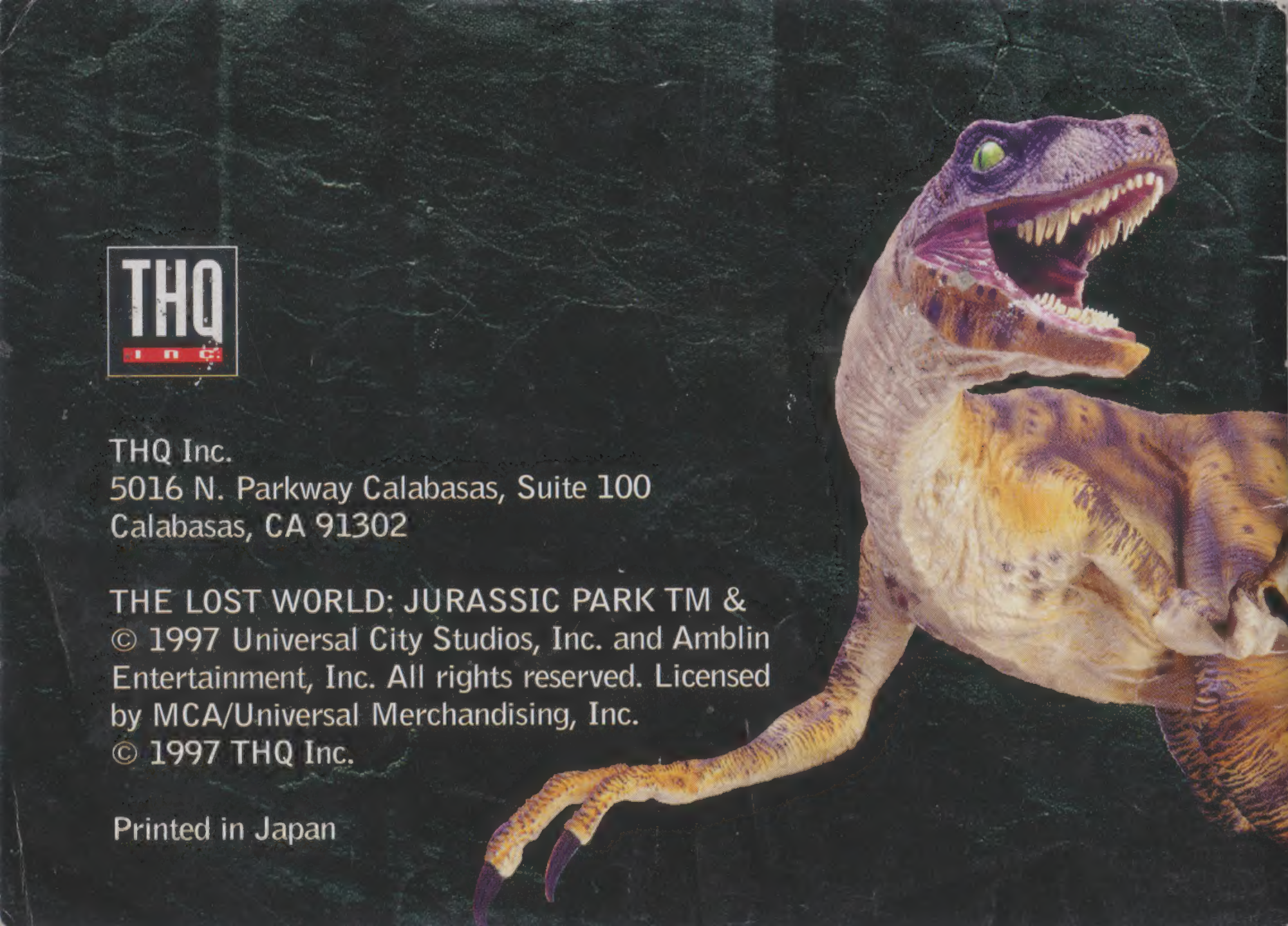

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